

Badge

Badges are inline block elements that usually appear near another element. Typically they contain a number or other characters. They can be used as a notification that there are additional items associated with an element and indicate how many items there are. Badges are hidden if no content is passed in.

Basic Badge

```
&lt;play-badge text="11" variant="primary" size="lg"&gt;&lt;/play-badge&gt;
```

Size Badge

```
Large &lt;play-badge text="lg" variant="" size="lg"&gt;&lt;/play-badge&gt;
```

```
Extra Large &lt;play-badge text="xl" variant="" size="xl"&gt;&lt;/play-badge&gt;
```

Theme Badge

```
&lt;play-badge text="1" variant=""&gt;&lt;/play-badge&gt;
```

```
&lt;play-badge text="12" variant="secondary"&gt;&lt;/play-badge&gt;
```

```
&lt;play-badge text="17" variant="success"&gt;&lt;/play-badge&gt;
```

```
&lt;play-badge text="15" variant="warning"&gt;&lt;/play-badge&gt;
```

```
&lt;play-badge text="20" variant="info"&gt;&lt;/play-badge&gt;
```

```
&lt;play-badge text="100" variant="danger"&gt;&lt;/play-badge&gt;
```

Properties

color

Description	The color to use from your application's color palette. Default options are: "primary", "secondary", "success", "warning", and "danger".
Attribute	color

Description	The color to use from your application's color palette. Default options are: "primary", "secondary", "success", "warning", and "danger".
Type	"danger" ■ "primary" ■ "secondary" ■ "success" ■ "warning" ■ "info" ■ string
Default	primary

size

Description	The mode determines which size to use.
Attribute	mode
Type	"xl" ■ "lg"
Default	lg